Also Available...



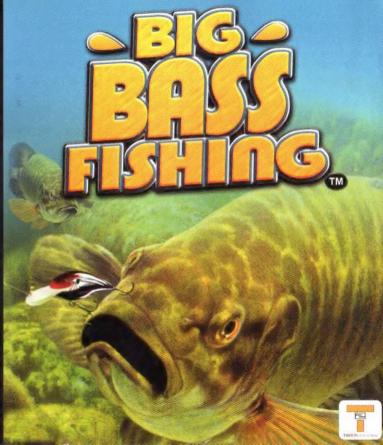








SLUS-01442





WARNING: READ REFORE USING YOUR PLAYSTATION GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches. loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

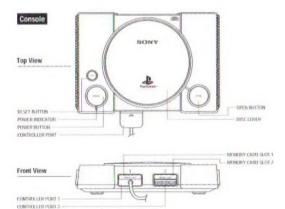
- · This compact disc is intended for use only with the PlayStation game console.
- . Do not bend it, crush it or submerge it in liquids
- · Do not leave it in direct sunlight or near a radiator or other source of heat.
- · Be sure to take an occasional rest break during extended play.
- · Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

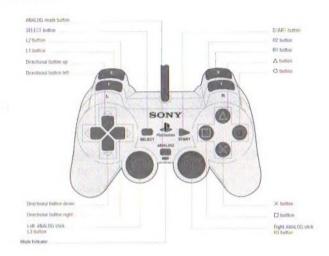
Table of Contents

Getting Started
Game Controls
Fishing Controls
Introduction
Main Menu
Options
Gameplay Modes
-Arcade
-Competition
-Challenge
Lures
Lure Meter8
Fish Interest Meter9
Line Tension Meter
Fighting the Fish
Bonus Items
Reset Method
Saving and Loading
Records
Locations
Credits
Technical Support
1

Getting Started

- Set up your PlayStation® game console according to the instructions in its instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
 It is advised that you do not insert or remove peripherals or MEMORY CARDS once the power is on. Make sure there are enough free blocks on your MEMORY CARD before commencing play.
- 3. Insert the Big Bass Fishing disc and close the disc cover
- 4. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.





Control

→ ← ↑ ↓ Directional Buttons

Navigate Right / Left / Up / Down

X Button

Select

Action

A Button

Return to Previous Menu

Fishing Controls



Control	Action		
↑ ↓ ← → Directional Buttons	Search Lure Options / Move fishing rod up / down / left / right		
* Button	Select Lure / Medium Reel		
O Button	Reel In Slow		
¥ + ◎ Buttons	Reel In Fastest		
Button	Switch Camera Mode; Choose above or below water view		
A	Let out Line		
L1 Button	Line Up		
L2 Button	Lure Cam Left		
R1 Button	Reel in Fast		
R2 Button	Lure Cam Right		
Start Button	Pause Menu		

Go below the surface for a fish-eye view of some of the most challenging Bass fish in the world. Prove your skills as you determine which lures will best attract each fish. Tantalize the fish by skillfully manipulating the various types of lures. Fight against the clock, water and fish to make sure your catch doesn't fight its way to freedom and become the one that got away!

Main Menu

The Main Menu is where you can choose game modes and access the Options screen

Options

Sound FX / Music - Set the volume for music and sound effects.

Vibration - Turn the vibration function on the controller on or off. (The vibration option only works when a DUALSHOCK® analog controller is inserted.)

Gauges - You are able to turn on/off your lure and fish meter.

Control Options - Choose between a set of predetermined controller set-ups.

Gameplay Modes

In BIG BASS FISHING, there are three different levels of gameplay:

Arcade

In Arcade mode you are given five minutes to do your best and catch five fish. If you catch a fish in the time allotted, 90 seconds will be added to the clock so you can fish for a little longer. When five fish are caught you move on the next location. You can keep track of the fish you catch in the Record option.

Competition

This is where you are given the option to participate in different events that suit your fishing in any of the locations you have unlocked in Challenge Mode. The best scores in every event, except Practice, will be recorded and added into the Records. Choose from:

Practice- Sit back and relax, fish at your leisure. There is no time limit.



- **2-Day Lunker-** Catch the single highest scoring fish in one location over the course of 2 days.
- 3 Day All Release- Catch the most fish, by points in one location over 3 days.
- **3-Day Tournament-** Catch the highest scoring 5



fish in one location over the course of 3 days.

Beat the Clock- Race Against the clock! Score time and points for fish caught.

Challenge

In Challenge mode, begin in the Bait House on Strike Lake, and unlock new locations by suc-

cessfully completing the fishing Challenges. For example, the Bait House Challenges are:

- Challenge 1: Catch any 2 fish. Time Limit: 15 minutes.
- Challenge 2: Catch 2 Largemouth Bass, each weighing at least 7 pounds. Time Limit: 15 minutes.
- Challenge 3: Catch 3 Bass (any combination of Largemouth Bass, Smallmouth Bass, or Spotted Bass) each weighing at least 7 pounds. Time Limit: 15 minutes.



Lures

Select a lure - pushing left or right on the Directional Buttons will scroll you through the choices of lures. To make your selection, push the

Button.

Each fish prefers certain lures. In any location most fish of any one species will respond favorably to a particular set of lures. The conditions vary from location to location and a popular lure may work everywhere yet be much more successful in some fishing holes than others. It is also very important to manipulate the lures to make them attractive. Reeling steadily or in a pattern of jerks will make the various lures appear desirable to the fish. Choose between poppers, shallow cranks, deep cranks, soft lures and others. When attracting fish to a lure, consider the appropriate depth of your lure. Most fish won't bite too close to the boat either.

Hint: Be sure to check the Fish Info available in each location. Local fishermen suggest lures that are likely to attract fish.

Lure Meter



When the Gauges are turned on, a meter appears attached to each lure to show how successfully the lure is being manipulated to be attractive. Ideally the meter should be more than half filled when a fish is near enough to strike your lure.



Fish Interest Meter

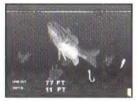
When the Gauges are turned on, a meter appears attached to each fish to show how interested the fish is to the lure presented to it. If a fish has no meter, they are too far away or are not interested in the type of lure you are using.

Hooking Up a Fish: The Strike

Once your line is cast, you can choose either an underwater view or an above water view. You can change your view by pushing the Button.

When you feel a fish nibbling on your bait, pull the rod back quickly to set the hook. How hard to pull will depend on the type of fish nibbling at your bait. Hooking some fish may require moving the rod all the way forward before hauling it back.

Hint: Watch the Line Tension Meter. If you watch the Line Tension Meter, as a fish nibbles on your bait, you can guess how heavy the fish is. The harder you feel the pull (rumble) the bigger the fish.



Line Tension Meter

Once a fish is on your line the Line Tension Meter will appear at the top of the screen. This will let you know how much stress the fishing line can take before it will break. Keep an eye on your line because some fish are much stronger

than others. If the meter goes too far into the red, the line will snap.

Hint: From the moment you set the hook, you must keep the tension on or the fish will spit out the hook.

Fighting the Fish

Once you get a bite, push the ***** Button to reel him in fast, the © Button to reel him in more slowly, push the *****+© Buttons together to reel him in really fast. To let your line out, push the **A** Button.

Fighting the fish is a game of tug-a-war. Try to pull the rod in the opposite direction of the fish's movement. This will help turn the fish towards the boat. Keep the fish swimming towards the boat, and you will win the battle more quickly.

Each fish has a different fighting style. Most will jump, others dive and run, and they may try to spit out the hook. Knowing the fighting style of each fish will help you determine how to fight it.

Hint: Some fish are best left to tire out before trying to reel them in. Good luck!

Bonus Items

The bonus items are located randomly underwater. Snagging them with your lure rewards the player with a time limited power up. These power ups include:



Super reel: reel in at super speed. Tension bar will increase slightly faster



Super lure: "lure attract all fish" mode. Fish treat lure as if it's their first choice.



Time: A single time bonus.

When Bonus items are active, the corresponding icon is shown on the right.

Reset Method

To return to the main menu during gameplay, pressing the START button will bring up the in-game options screen. When you are on the options screen, press the triangle ▲ button. This will bring up a screen that asks, "Are you sure?" Highlight the "yes" option and press the ★ button and you will be on the Main Menu screen.

Saving & Loading

Big Bass Fishing requires 1 free block of space in order to save. Make sure there are enough free blocks on your MEMORY CARD before commencing play. Big Bass Fishing only supports MEMORY CARD slot 1.

If you have a MEMORY CARD inserted upon boot-up, and a Big Bass Fishing game profile is on the MEMORY CARD, the game profile will be automatically loaded. You may also load a saved game profile by choosing Load on the Main Menu. If you wish to save your game, choose save on the main menu.

If you have a MEMORY CARD inserted with no Big Bass Fishing saves on it, you will be asked to save to the MEMORY CARD. Selecting yes will create a saved game profile. If you have an unformatted MEMORY CARD inserted, you will be asked if you wish to format the MEMORY CARD. Selecting Yes will format the MEMORY CARD, and create a saved game profile.

Records

After you have caught some fish in the various gameplay modes, you can

Locations

There are 12 natural locations to unlock in BIG BASS FISHING. Each location hosts bass and other different varieties of fish for you to catch. Start off at the Bait House on Strike Lake, as you complete the Challenges, you will travel to other locations to show off your angling talents.

The other locations are:

Strike Lake, North Shore
Strike Lake, West Point
Hatch Reservoir, Ramp Up
Hatch Reservoir, Stumped
Hatch Reservoir, The Dam
Smallie Bend, The Shallows
Smallie Bend, The Deep
Smallie Bend, The Cove
Lunker Lake, Bass Rock
Lunker Lake, Lunker Bridge
Lunker Lake, The Honey Hole

Credits	Alan Pavlish	Lead Analyst	Mark Moon
o. o. a. c.	Executive Producer		Channel Marketing Manager
Coresoft Credits		Testers	
	Special Thanks:	Elizabeth Satterwhite	Chris Larkin
Chris Harvey	Tara Harvey	Devin Bennett	Marketing Communications
Director of Technology	Gretchen Widmer	Mike Hong	Coordinator
	Sofia Montague	Joe Greene	
Martin Jajam	Jennye Laws-Woolf	Kahleem Poole	Mike Snyder
Lead Programmer	Maryanne Morse		Art Director
	Girl	Rockstar Production Team:	
Steven Ehrensperger		Terry Donovan	Dawn Silwick
Art Director	Take 2 Interactive	Jennifer Kolbe	Graphic Designer
		Jenefer Gross	
Mike Montague	Sam Houser	Jung Kwak	Phil Santiago
Modeling, Texturing, Animation	Executive Producer	Paul Yeates	Technical Support/QA Director
		Corey Wade	
Michael Woolf	Gary J. Foreman	Kevin Hopkins	Sydney F. Saunders IV
Modeling, Texturing, Animation,	Chief Technology Officer	Amy Salzman	Technical Support Coordinator
Music & Audio		Adam Tedman	
	Jamie King	Jeff Castaneda	Technical Support
Len Gatdula	Director of Product Development	Chris Carro	Matt Baros, Alex Bradley, Andre Liggins,
Interface Designer			Patty Saneman, Stacey
	Oswald "OZ" Greene Jr		Sharpe, Dave Thomas, Kathy Young
Jennye Laws-Woolf	Producer	Take 2 Interactive Baltimore	
Voice Talent			Special Thanks
	Brandon Rose	Chris Mate	Cynthia Greene, Tianna Emerald
Dave Connelly	Technical Coordinator	VP of Publishing	Greene, Carol-lynn McCarthy, Donald
President		-	McCarthy, Paul Lindsay, Stephanie
	Jeff Rosa	Greg Bauman	Hale, Chad Chamberlain, Spencer
Mary Ellen Connelly	Director of Quality AssuranceBrian	Marketing Director	Pants, Peter Planer, Joseph D'Argenio
Chief Financial Officer	Planer		my fishing apprentice
14		15	

Technical Support (US)

If you have a technical problem concerning the operation of our software, please contact our technical support representatives for assistance.

Note: This information is for technical support only and representatives are unable to provide game hints or suggestions.

Phone: 410-933-9191

Hours: Monday - Friday 9-5 p.m., EST.

Mail: Take-Two Baltimore 9900 Franklin Square Drive

Suite A Baltimore, MD 21236

E-Mail: tech@take2baltimore.com

Notes:

WARRANTY

Take-Two Interactive Software, Inc. warrants to the purchaser only that the disc provided with this manual and the software program coded on it will perform in accordance with the description in this manual when used with the specified equipment, for a period of 90 days from the date of purchase.

If this program is found to be defective within 90 days of purchase, it will be replaced. Simply return the disc to Take-Two or its authorized dealer along with a dated proof of purchase. Replacement of the disc, tree of charge to the original purchaser (except for the cost for return the disc) is the full extent of our liability.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESSED OR IMPLIED. ALL IMPLIED WARRANTIES, INCLUDING THOSE OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE. IF APPLICABLE ARE LIMITED IN DURATION TO 90 DAYS FROM THE DATE OF PURCHASE OF THIS PRODUCT.

Take-Two shall not be liable for incidental and/or consequential damages for the breach of any express or implied warranty including damage to property and, to the extent permitted by law, damage for personal injury, even if Take-Two has been advised of the possibility of such damages. Some states do not allow the exclusion or limitation of any incidental or consequential damages or limitations on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state, or municipal law, which cannot be pre-empted. This warranty gives you specific legal rights and may also have other rights, which may vary from state to state.

You may not reproduce, prepare derivative work based on, distribute copies of, offer for sale, sell, transfer ownership of, rent, lease, or lend to others the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation; provided, however, that you may transfer the entire Program and accompanying documentation on a permanent basis as long as you retain no copies (including archival or backup copies) of the Program, accompanying documentation, or any portion or component of the Program accompanying documentation, and the receipt agrees to the terms of the agreement. Further you may not modify, reverse engineer, disassemble, decompile or translate the Program or accompanying documentation, or any portion or component of the Program or accompanying documentation, nor may you make any copies of the Program modules for use with other programs. This program is intended for private use only.

TAKE-TWO INTERACTIVE SOFTWARE, INC. 575 BROADWAY 3RD FLOOR NEW YORK, NY 10012

For technical support, please call TalonSoft @ 410-933-9191 9:00 am to 5:00 pm EST Monday through Friday.

ESRB RATING

This product has been rated by the Entertainment Software Rating Board.

For Information about the ESRB rating, or the comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.